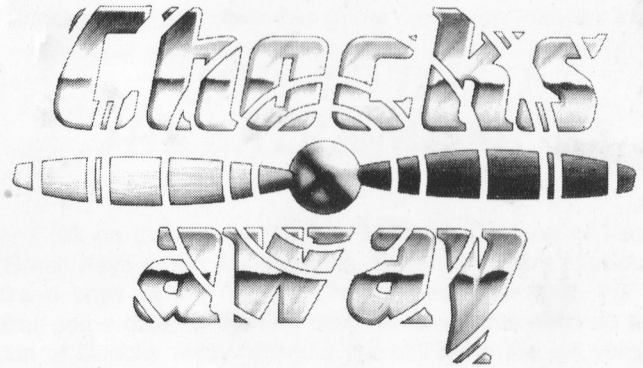
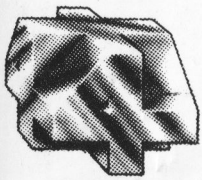


PILOT'S FLYING MANUAL

EXTRA MISSIONS



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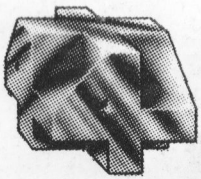

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THIS MANUAL

This manual is designed to supplement the original manual supplied with Chocks Away and describes all the many new features available.

HOW TO LOAD THE EXTRA MISSIONS

Either Click on the !Chocks_2 icon from the Desktop or use the Shift and Break Keys to run the !Boot file. To run the Extra Missions you will require a copy of the original Chocks Away game as the computer requires some data off the first disc. However, this must be the Mark 2 version of Chocks Away. (Should you still have the old version of the game you can send your original Pilots Flying Manual to The Fourth Dimension with your name and address and a request for the Mark 2 version and you will be sent a free upgrade disc). After a few seconds you will be requested to put in the Chocks Away game disc 1 and then you will be prompted to re-insert the Extra Missions disc.

GETTING A QUICK TASTE

It's well worth reading all the instructions provided, but if you can't wait to have a go then:

1. ***Select the practice option.***
2. ***Hold down the left "CTRL" for about 3 seconds.***
3. ***Press F5 on the keyboard a couple of times.***
4. ***Press 5 on the Key Pad a couple of times.***
5. ***You are still in control of your plane.***
6. ***Press F7 to return to the inside forward view from your own plane.***

THE MAIN OPTION PAGE

Once the game has loaded you are presented with an option page which is similar to that in the original Chocks Away with a few extras.

RECON

This allows you to attempt one of the six reconnaissance missions. Your aim is to fly to a certain target, take a photograph with your on board camera and then successfully return to base. The photos are saved on a specially formatted disc which you must create (before loading the game) by clicking the !Format_S icon from the Desktop.
N.B. The Black Box Flight Recorder cannot be used on reconnaissance missions.

The reconnaissance missions can only be attempted by one pilot because of the risks involved and you can only attempt the first reconnaissance mission initially. To select the next mission you have to complete the first four missions in one player mode and so on. The last reconnaissance mission can only be selected once you have finished all twenty missions in the one player mode.

To take a photo you must select one of the four internal views from your own plane with the target in question in the view and press the 'P' pause key. The program will then ask you if you want to take a photo:
If you don't want to then press the Space Bar or Return to continue.
If you do then insert the specially formatted photo disc and press the 'Y' (yes) key to save the necessary data. Leave this disc in the drive as it also needs to save another section when you have landed safely at your home base. You can only take one photo per flight so you must ensure that it is of the correct target.

When you have successfully completed all of the six reconnaissance missions you may enter the Chocks Away Extras Missions Competition in which you could win a Superb Radio-Controlled Biplane. To enter you must send in a disc containing the six reconnaissance photos of the correct targets. The best of these photos will be put forward and the ultimate winner will be drawn out of a hat. The closing date for the competition is the 31st January 1992.
You may view the pictures you have saved by clicking the !Photos icon on the screen picture disc. If you attempt the same mission twice the original picture on the disc will be deleted when you save another photo.

LINK UP

This allows you to select the two player computer link up option with which you may link 2 computers via the serial ports. (See later section in manual for full information).

DEMO

This action box will replay some specially recorded flights and you may select the viewpoints from various targets etc.. You cannot take over the controls. To return to the main menu use the F12 and Q keys.

PLAYING OPTIONS

The rest of the boxes on the main option page are explained in the original Chocks Away Pilot's Flying Manual. However, it is worth noting the following points:

You may practice on all 16 of the available maps numbered 0 to 9 for those used in the missions and A to F for the reconnaissance maps.

We would recommend that you save the Black Box Flight Recordings on separate discs for the original Chocks Away and the Extra Missions disc to avoid any confusion.

The Extra Missions DOGFIGHT section is similar to that in the original. You can also select the two player serial link option for this section.

When recording or replaying a two player flight using the serial link option the master computer is the one which should contain the disc to save or load the data on/off. When replaying, the game will pause for a while whilst the data is transmitted to the slave computer.

When replaying a recorded flight you may select any of the views from your plane or the enemy planes, targets, tracking cameras or the phantom plane as described later.

You cannot use the Flight Recorder on any reconnaissance missions.

You continue to control your plane when viewing from other planes or targets and even viewing the map.

ADDITIONAL CONTROL KEYS

There are several new controls which are described below.

One Player Game

Keypad 5 Zoom out of external view of planes or targets.
F5 Select view from tracking cameras or targets.
F6 Select view from enemy planes.

When using the above features pressing the key will cycle through the views which are available to you and display some information on any enemy target or plane you are viewing from.

F7 Return to forward view from your own plane.
Space Bar Fast Forward (see below).

Two Player Game

The control keys on the two player section also remain unchanged with the following additions. Please note that there is an alternative set of control keys designed for use with the A3000 computers. Load the !A3000KEYS program (Chocks Away Disc 1) from Desktop for details.

Top left hand player

Keyboard 7 Zoom out.
F5 Cycle camera / target views.
F6 Cycle plane views.
F7 Reset to own plane view.
Space Bar Fast Forward (see below).

Bottom right hand player

Right hand Shift Zoom out.
F9 Cycle camera / target views.
F10 Cycle plane views.
F11 Reset to own plane view.
Space Bar Fast Forward (see below).

Fast Forward

The fast forward option will allow you to skip forward at five times the normal speed ONLY when there are no enemy planes or shooting targets close to your plane. (If an enemy plane or shooting target is too close when you press the Space Bar you will hear a beep noise). Whilst you are fast forwarding all the other planes and moving targets on the map skip forward at the same rate as yourself. You can still control the plane as normal, but the response is five times quicker.
This feature is useful when you are travelling long distances between action. It is not available in the DOGFIGHT section as it could be used to cheat by confusing your opponent.

Keys Available In All Playing Modes

Keyboard 1 Select fast graphics mode (default).
Keyboard 2 Select medium graphics detail.
Keyboard 3 Select maximum graphics detail.
Keyboard 4 Select ARM 3 graphics setting.
Keyboard 5 Toggle graphics outliner On / Off.

The above options allow you to change the graphics which are displayed in the game to suit your preferences. The outliner option will draw a black line around certain objects making them easier to see and highlighting their corners.

The ARM 3 setting should only be selected if you have the ARM 3 upgrade fitted or you are using the A540. This will give you extra speed combined with extra detail.

The different settings for the detail of the graphics will give you more detail at the cost of slightly slowing down the game.

The Phantom Plane

The Phantom Plane can only be selected while replaying a saved flight by pressing the relevant Cycle plane view key. When the Phantom Plane is first selected you are reset to a view behind your own plane and you can fly the non-interactive plane using the normal controls. This plane can go very fast and cannot crash!

NEW AIRCRAFT AND GROUND TARGETS

You may view all of the following targets by selecting the View Targets option on the main option page as in the original Chocks Away.

Airship Zepplin ZX9

These are very slow moving and very large targets used for carrying miscellaneous cargo and bombs. They are hydrogen filled which makes them highly inflammable and very easy targets to destroy. Your plane has been equipped with incendiary bullets which are capable of puncturing the outer skin of the vessel and exploding inside the hydrogen filled bags which provide the lift. It may, however, take a number of hits from your gun before you successfully set off the chain reaction which will cause the airship to explode into a massive fireball. Because of the obvious vulnerability of the Zepplin they are highly armed with six 60mm flak guns capable of firing in any direction so you should avoid getting too close. They are also often covered by various enemy fighters. Little is known of the technical specification of these craft except they are capable of about 25 to 30 knots and can climb to great altitudes.

Barrage Balloons

These are used as a front line defence and serve the purpose of quite simply limiting aerial attack possibilities. They are unmanned, unarmed hydrogen filled balloons which are anchored by a tangle of wires which will destroy your plane if you crash into them. They are often sited around buildings of great importance or around runways to help prevent attack and it is not uncommon to find ground guns protecting them.

Oil Tankers

These are large ships designed to transport enormous quantities of crude oil from the oil fields to the oil refineries. Because of the obvious need for oil during times of conflict these tankers are often a target for many sorties. Although they are unarmed they are usually surrounded by heavy defences. They will require a number of hits from your gun before you penetrate their hull and cause a huge explosion.

Gun Boats

These are small battleships used to defend certain potential targets such as oil tankers etc.. They are armed with two 60mm flak firing guns and are capable of rapid fire in any direction.

Trains

The trains are used to carry munitions to the front line and are only lightly armed. Because of their cargo they can explode violently after just a few hits.

Control Terminal

The control terminals are used for communications and air traffic control and can be vitally important to the enemy's success or failure in a battle.

Fokker DE5 Biplane

This is a twin winged single seater combat aircraft with much the same characteristics as your plane. It is slightly larger and quicker but your plane has better armament.
Engine: GMEC 01-201 rated at 240 bhp
Max Speed: 128 knots at sea level
Climb Rate: 1500 feet per minute

Fokker V3 TriEngine

This plane has a characteristic three engines, two mounted on the wings and one on the fuselage incorporating a single high wing design. The plane is capable of carrying small quantities of cargo and can also perform as a very swift and manoeuvrable combat fighter with its single 30mm cannon.
Engine: Three GAE 01-45 engines rated at 155 bhp
Max Speed: 134 knots at sea level
Climb Rate: 1600 feet per minute

Cargo Aircraft

This is an unarmed, four engine, high wing plane capable of carrying enormous quantities of various cargo. The latter usually consists of supplies for enemy installations.
Engine: Four GMEC 02-201 engines rated at 320 bhp
Max Speed: 74 knots at sea level
Climb Rate: 200 feet per minute

"Classified" Targets

There are many other "classified" targets which you will be requested to destroy. They are not mentioned in the previous section and cannot be viewed via the View Targets option. You will discover these as you progress through the missions.

Combat Tactics

The information provided in the original manual is worth taking notice of and can help you greatly to defeat the enemy. However, when attempting the Extra Missions there are a number of new tactics which you may find of use.

Avoiding Head On Collisions

The enemy pilots have a greater sense of self preservation than in the original Chocks Away and will always turn to their right and dive or climb rather than collide into your plane.

Chasing Fighters

Pilots of the enemy planes have now been carefully trained to carry out various aerobatic stunts such as loops, rolls, stall turns etc.. This makes it considerably harder to follow them and anticipate what their next move will be and where to aim your gun. However, when they are in panic situations with you tailing them, they can occasionally make errors of judgement and end up crashing their kite.

Flak Guns

The 60mm flak guns are fitted on various targets such as airships and gunboats etc.. They are not all that accurate and can usually be avoided by either continuously changing direction, so the enemy cannot anticipate where you will be, or by using your sharp reactions to spot the bullets which are coming towards you and then dodging out the way. You could also try and destroy the enemy while you're out of the range of their guns. In certain cases your best bet may be to aim straight at the target in question, grit your teeth and hope you don't get shot up too much. It's worth noting that your plane has now been fitted with light armour plating and can take nearly twice as many hits as before.

LINK UP

This allows you to select the two player computer link up option with which you may link two computers via the serial ports. This action box on the main option page will take you onto another menu page where you are presented with three toggle boxes and a quit box as follows:

ON / OFF

This toggle box will allow you to switch on or off the serial link option and revert back to the default setting of split screen two player option or the full screen two computer link up option.

MASTER / SLAVE

This toggle allows you to select whether your computer is the master computer which selects the details for both computers such as which mission, when to start, when to quit etc.. Or whether your computer is the slave which receives these instructions and is only able to make a limited number of decisions such as what form of control to use etc.. For the link up to work you MUST have one of the computers set up as the master and the other set up as the slave.

BAUD RATE

This will allow you to select the baud rate at which the serial port will transmit and receive data. The default setting is 19200 which is OK when using a serial cable linking the two computers over a short distance. You should only no need to adjust this if the cable is very long or subjected to electrical interference. The baud rate should be set the same on both computers.

QUIT

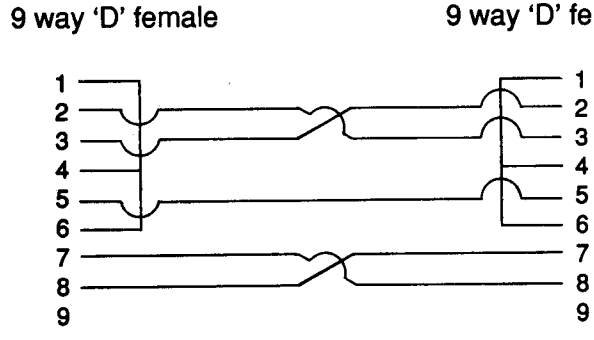
This action box will return you to the main options page.

HOW TO LINK UP THE COMPUTERS

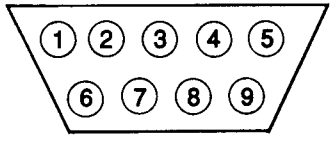
Firstly you must obtain a suitable serial link cable which is available from most good dealers or make your own using the following connections. If buying a ready made cable you should explain to the dealer what it is for and perhaps show him the following circuit diagram to ensure you get the correct cable. There are a number of cables which are not suitable for the Archimedes format.

You should be able to obtain a specially-made and tested serial link cable direct from The Fourth Dimension subject to availability. At the time of going to press we are able to supply them at only £6.95 each. This price however may change. Please ring or write to us to confirm both availability and price.

The cable should have the following connections:



As viewed from rear of computer socket / plug:



1	DCD	Data Carrier Detect
2	RxD	Receive Data (data in)
3	TxD	Transmit Data (data out)
4	DTR	Data Terminal Ready
5	0v	Ground / Shield (also screen if using screened cable)
6	DSR	Data Set Ready
7	RTS	Ready To Send
8	CTS	Clear To Send
9	RI	Ring Indicator

If you are using an A3000 you will have to have the serial port ICs fitted as a working serial port is not standard in the A3000.

Once you have two computers linked up you must load the game on both computers and enter the LINK UP menu. You should then select SLAVE for one of the computers and MASTER for the other and QUIT the menu on both computers. The MASTER can then select all the options whilst the SLAVE awaits its instructions.

There is also an Econet / Midi Version of Chocks Away which is undergoing development at the moment. This will allow you to connect up to four computers in a network and have four players using full screen mode all interacting in the same game. Please ring for price and availability of the Chocks Away Network version.

TALLY HO GINGER !

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Notes

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